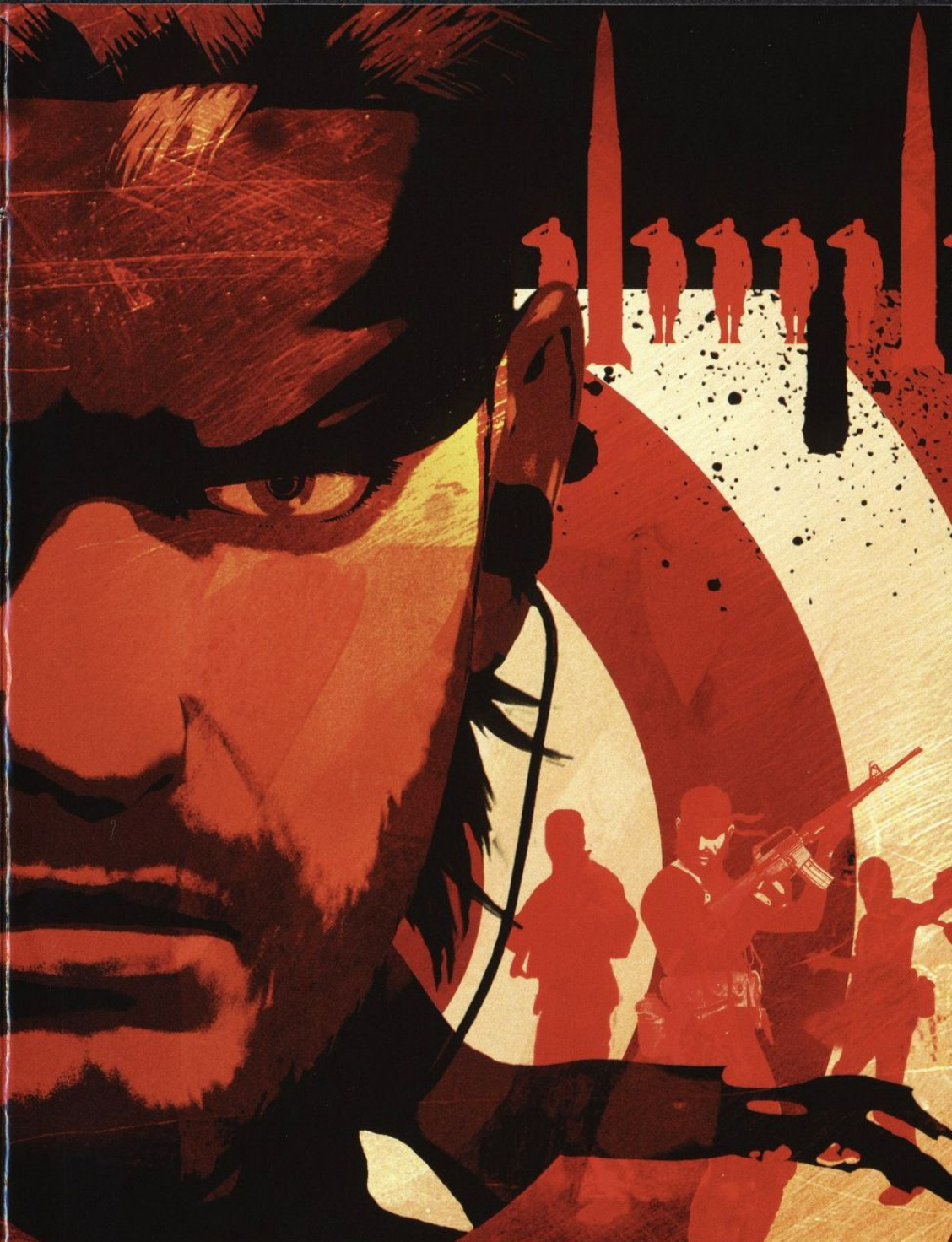




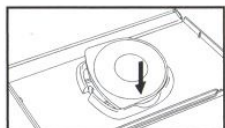
METAL GEAR SOLID[®]

P O R T A B L E O P S

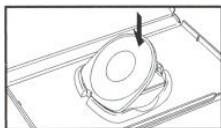
KONAMI

PRECAUTIONS

This disc contains game software for the PSP® (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP® system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP® system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty.

Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

For further information visit <http://www.pegi.info>

ULES-00645

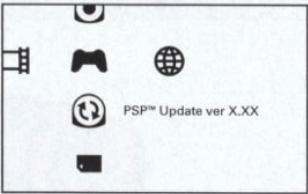
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SYSTEM SOFTWARE UPDATES

This PSP® (PlayStation®Portable) Game includes System Software update data for the PSP® system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP® system. Before performing the update, check the version number of the update data.

- During an update, do not remove the AC Adaptor.
- During an update, do not turn off the power or remove the PSP®Game.
- Do not cancel the update before completion as this may cause damage to the PSP® system.

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP® system, refer to the following website: yourpsp.com

PARENTAL CONTROL

This PSP®Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP® system to restrict the playback of a PSP®Game with a Parental Control Level that is higher than the level set on the PSP® system. For more information, please refer to the PSP® system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+



CONTENTS

:04

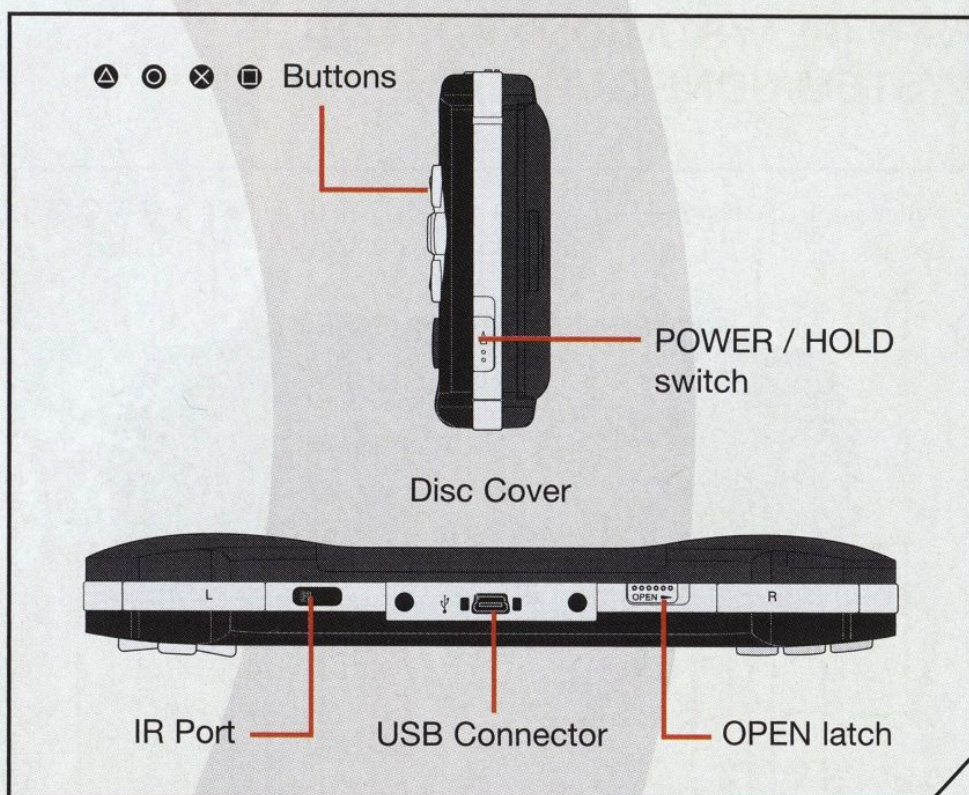


- 05** GETTING STARTED
- 06** STARTING UP
- 07** WIRELESS [WLAN] FEATURES
- 08** STARTING THE GAME
- 09** PLAYING METAL GEAR SOLID:
PORTABLE OPS
- 10** CONTROLS
- 48** GAME SHARING
- 52** CREDITS
- 53** NOTES

Thank you for purchasing METAL GEAR SOLID: PORTABLE OPS® for the PSP® (PlayStation® Portable) system. Please read this manual carefully and place it in a safe place for future reference.

GETTING STARTED

:05



Set up the PSP® system according to the instructions in its instruction manual. Turn the PSP® system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the METAL GEAR SOLID: PORTABLE OPS® disc with the label side facing the rear of the PSP® system and then securely close the disc cover.

Select the  icon from the Home Menu and then select the  icon. An image of the software will be displayed. Select the image and press the  button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

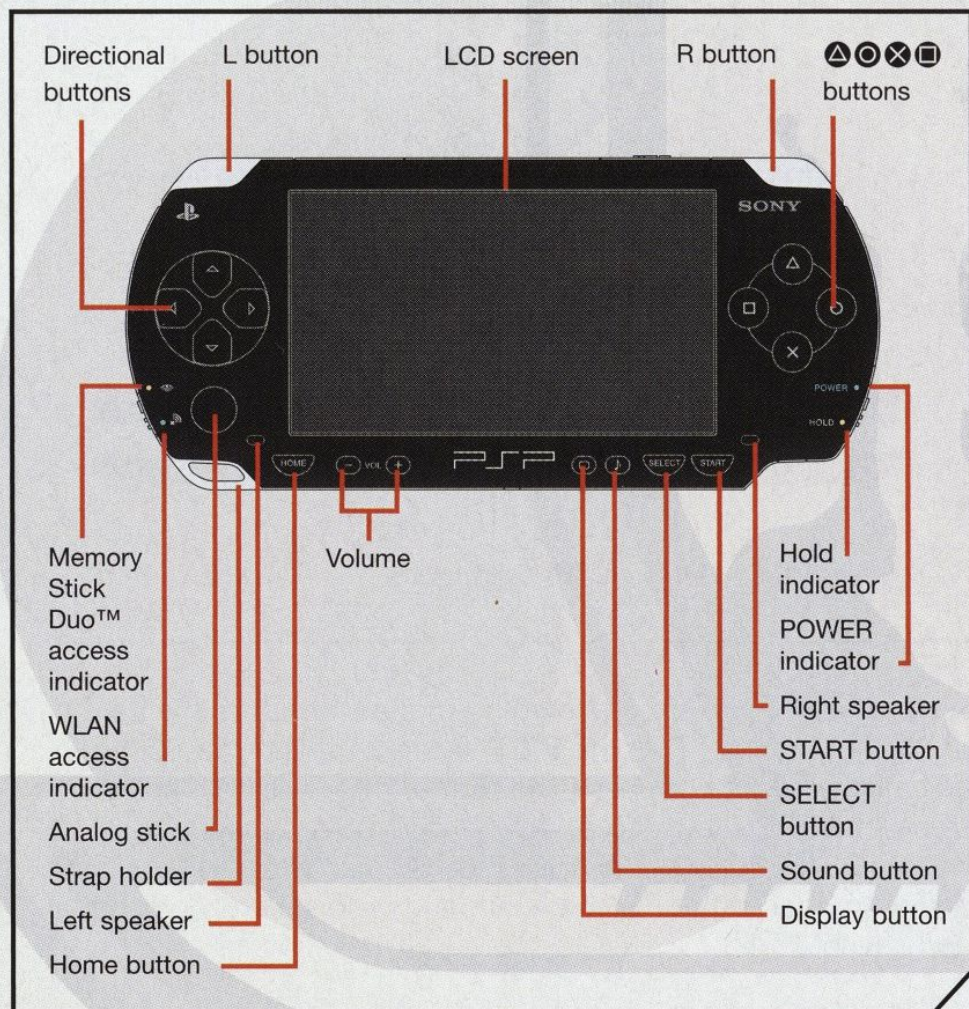
To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP® system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.



STARTING UP

:06

PSP® (PLAYSTATION® PORTABLE) SYSTEM CONFIGURATION



WIRELESS [WLAN] FEATURES

:07

Software titles that support Wireless [WLAN] functionality allow the user to communicate with other PSP® systems, download data and compete against other users via connection to a Wireless Local Area Network [WLAN].



AD HOC MODE

Ad Hoc Mode is a Wireless [WLAN] feature that allows two or more individual PSP® systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP® Game in their PSP® system.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless [WLAN] feature that allows the PSP® system to link to a network via a Wireless [WLAN] Access Point [a device used to connect to a Wireless network]. In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device [e.g. a Wireless ADSL Router], a Wireless [WLAN] Access Point and a PC.

For further information and setting up details, please refer to the PSP® system Instruction Manual.



STARTING THE GAME

:08

1. Slide the OPEN switch on the top of your PSP® handheld entertainment system, and open the disc cover. Insert the METAL GEAR SOLID PORTABLE OPS disc.
2. Close the disc cover, and turn the system on. After the Konami logo appears, the METAL GEAR SOLID PORTABLE OPS Title Screen will appear.
3. Press the START button on the Title Screen to display the Title Menu. Use the directional buttons to select an option, and enter with the  button.

MENU

NEW GAME

Begin a new game. Enter your player name and select a difficulty level from EASY (for beginners) or NORMAL (for intermediate players) to begin the game.

LOAD GAME

If saved data already exists, choose this option to continue your saved game.

DELETE

Remove unwanted data.

FREE VS.

(See page 38)

GAME SHARING

(See page 48)

BUTTON CONFIG

(See page 11)

OPTIONS

(See page 12)

SAVING

A Memory Stick Duo™ or Memory Stick PRO Duo™ is required to save the game.



You can save your METAL GEAR SOLID PORTABLE OPS game progress onto a Memory Stick Duo™ or Memory Stick PRO Duo™ inserted into your PSP™ handheld. To save data, at least 192KB of free space is required. You can save three separate sets of data on one Memory Stick Duo™ or Memory Stick PRO Duo™.

To save, select SAVE GAME from the in-game SYSTEM screen. This title also uses an autosave system. Removal of the Memory Stick Duo™ may result in loss of progress.

LOADING

You can resume a saved game using data saved to a Memory Stick Duo™ or Memory Stick PRO Duo™.

To load a saved game, select LOAD GAME from the Title Menu. Or, you can select LOAD GAME from the in-game SYSTEM screen.

PLAYING METAL GEAR SOLID: PORTABLE OPS

GATHER ALLIES AND HUNT THE FOX!

METAL GEAR SOLID is a 3D action adventure game in which you infiltrate enemy territory.

You control Snake to sneak behind enemy lines and complete your mission.

This time, however, the battleground is right in the middle of enemy territory. It will be difficult to carry out your missions alone. You must infiltrate the battleground, recruit allies, form teams, and carry out your mission.

RECRUIT

Increasing allies:

- Capture enemy soldiers (See page 22)
- Obtain from other players in a versus battle (See page 38)
- Trade with other players (See page 31)
- Wireless AP scan (See page 36)
- Use passwords (See page 37)

MANAGE

Forming teams (See page 25)



:10

MISSION

Carrying out missions:

- Carry out a mission (See page 23)
- Play against another player in Real Combat Mode (See page 38)
- Play against another player in Virtual Combat Mode (See page 38)
- Send a team into CYBER-SURVIVAL (See page 50)

MISSION FAILED

When the life gauge reaches zero for all player characters, the mission is over. Also, there are cases in which a specific person's death will end the mission.

If you fail a mission, you have the following choices:

- RESTART MISSION: Start the mission over from the beginning
- BACK TO BRIEFING: Return to the briefing

CONTROLS

Directional buttons

Control the camera

L button

Lock-on: The camera moves behind you as you wield your weapon

Analog Stick
Move

SELECT button
Radio

START button
START Menu
(See page 24)



BUTTON CONFIG

You can assign each button control to a different button. Select **BUTTON CONFIG** from the **SYSTEM** Screen during gameplay, or other places.

For each control, select the button you want to use with the directional buttons. Press the up or down button to select the control, and then press the left or right button to select the button to use.



- All controls in this manual are based on the initial settings. You can change the controls using **BUTTON CONFIG**

R button

Press and hold the button to switch to first-person view and wield your weapon

△ button Action button

- Press while moving to stalk
- Stick to surface

⊙ button

- Equip/remove weapons or equipment
- Equip/remove items by holding the **⊙** button and pressing up, down, left or right on the directional buttons

⊗ button

- Press once to crouch, and again to stand up
- Press while running to roll

⊕ button Attack button

- If you are wielding a weapon: Use weapon
- If you are not wielding a weapon: Fight



CONTROLS

:12

OPTIONS

ADJUST VARIOUS SYSTEM DISPLAYS AND CONTROLS:

TEXT SETTINGS

SUBTITLES	Turn subtitles on or off for demo sequences.
------------------	--

NORMAL CAMERA

UP/DOWN	Adjust up/down controls for normal camera.
LEFT/RIGHT	Adjust left/right controls for normal camera.
ROTATION SPEED	Adjust rotation speed for normal camera. Larger values indicate faster rotation.

FIRST-PERSON VIEW CAMERA

UP/DOWN	Adjust up/down controls for first-person view camera.
LEFT/RIGHT	Adjust left/right controls for first-person view camera.
ROTATION SPEED	Adjust rotation speed for first-person view camera. Larger values indicate faster rotation.
INITIAL DIRECTION AFTER SWITCH	Set the camera direction when switching to first-person view to the direction the player is facing, or the direction the camera was facing.
SWITCH MOVEMENT AND CAMERA CONTROLS	Adjust whether the movement and camera controls are switched when switching to first-person view.

CONTROL TYPES

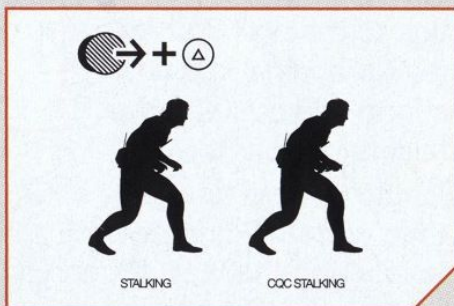
CROUCHING	Adjust whether you need to keep the button held down when crouching.
STALKING	Adjust whether you need to keep the button held down when stalking.

BASIC CONTROLS: MOVEMENT

MOVE (RUN) Analog Stick

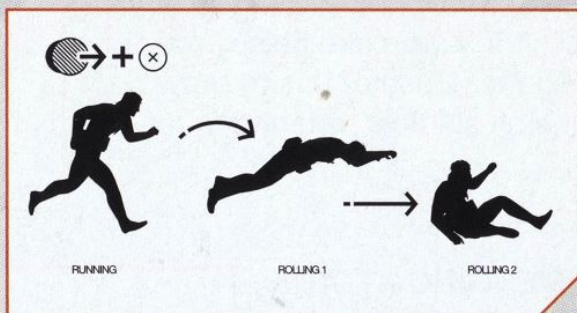
MOVE (STALK)

Press and hold the action button (the ) while moving to stalk quietly. Stalking is a careful form of walking that minimizes the sound of footsteps and lowers the chances of enemy detection.



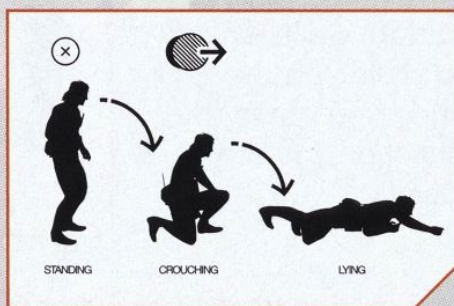
ROLL (DIVING FORWARD ROLL)

Press the crawl button (the ) while running to do a diving forward roll. You can use this to jump over obstacles, or move quickly between shadows. By rolling near an enemy soldier, you can grab and shove him. You can also keep the crawl button (the ) held down while rolling to land in a crawling position.



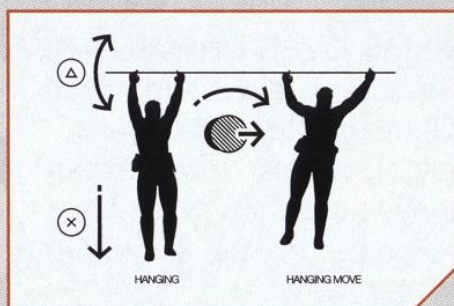
CROUCH/CRAWL

Press the crawl button (the ) while still to crouch. If you move while crouching, you will crawl. While crouching or crawling, you can hide behind low obstacles without being spotted by enemies.



ELUDE (HANGING)

Press the action button (the ) in front of railings or cliffs to hang from them. Press the action button (the ) again to return to your original position. Press the crawl button (the ) to let go and drop. Be careful – if you drop from too high, you will take damage.





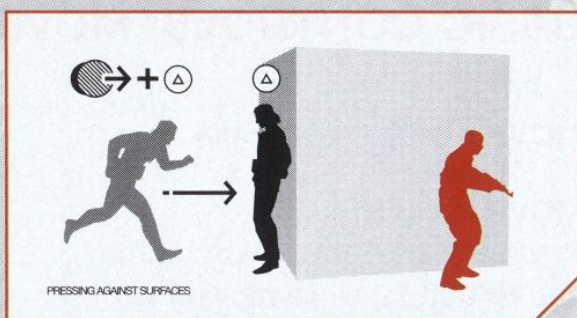
CONTROLS

:14

STICK TO WALLS/ LOOK

Press the stalking button (the ) while moving toward a wall to stick to the wall. You can stay up against the wall as long as you keep the stalking button (the ) held down.

Move while holding down the stalking button (the ) to move along the wall. When you reach the end of the wall, you can look around it to the other side.



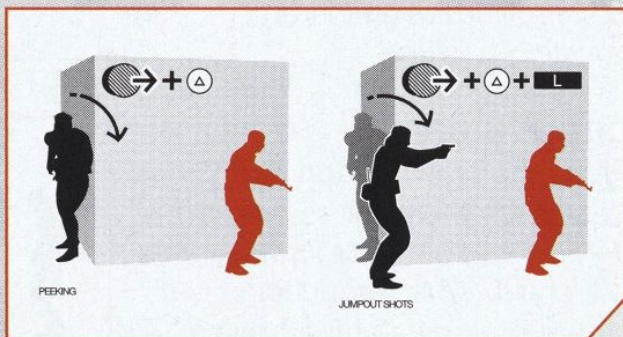
MAKE NOISE

Press the attack button (the ) while sticking to a wall to hit it, and make noise. You can make use of this to draw enemy soldiers' attention.



EMERGING ATTACK

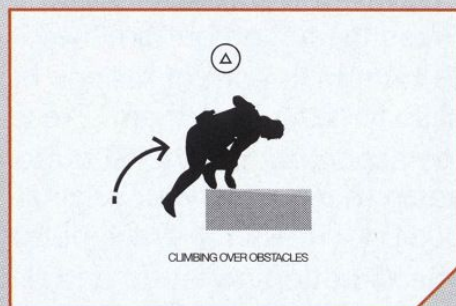
Press the lock-on button (the ) while looking to wield your weapon and jump out in the direction you are looking.



THE ACTION BUTTON

CLIMB OVER UNEVEN AREAS

For uneven areas and height differences less than waist height, you can move toward the uneven area and press the action button (the ) to climb over it.



CONTROLS

:15

ASCEND/DESCEND LADDERS

Press the action button (the  button) in front of a ladder to climb up. Press the action button (the  button) at the top of a ladder to climb down.

LOCKERS

Press the action button (the  button) in front of a locker to open it. Get into a locker to close the door and hide. To get out of the locker, press the action button (the  button) again.

USE THE RADIO

Press the SELECT button to enter radio mode.
In radio mode, you can talk to a variety of people.

Using the Radio:

1. In radio mode, press left or right on the directional buttons to adjust the frequency.
2. Press the  button to open communications. You can fast forward with the  button.
3. Press the SELECT button while you are not communicating, or press the  button to exit radio mode.

CALL DISPLAY

When someone calls you over the radio, a white CALL display will appear on the screen. If you press the SELECT button while the CALL display is on-screen, communications will begin.

For important communications, a red CALL display will appear, and radio mode will begin automatically.

BASIC CONTROLS: CAMERA CONTROLS

3D CAMERA

Use the directional buttons to move the camera position up, down, left or right.





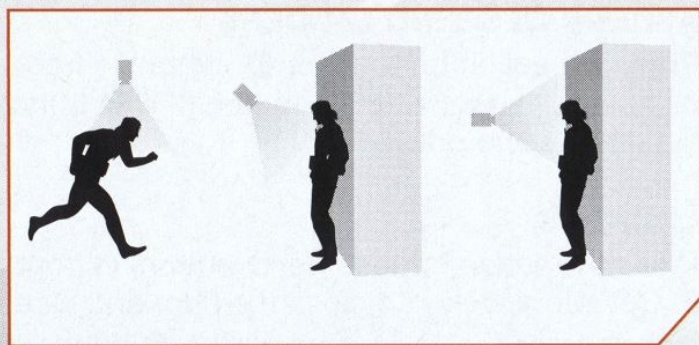
CONTROLS

:16

BEHIND CAMERA

Press the action button (the **△** button) while moving toward a wall to stick to the wall. Hold down the action button (the **△** button)

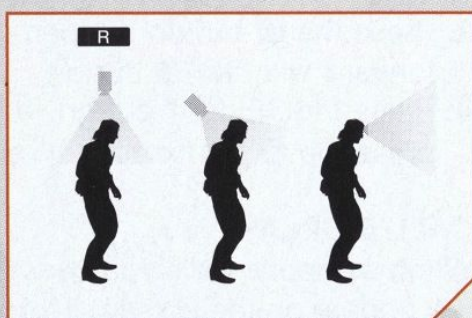
while moving to move along the wall. When you reach the end of the wall, you can look beyond it to the other side.



At this point, the camera position will change, and you can see the other side of the wall.

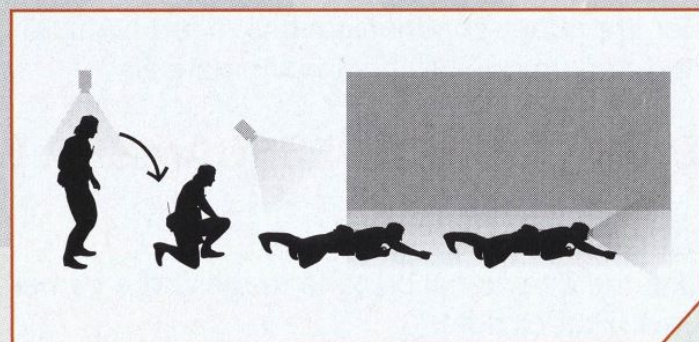
FIRST-PERSON VIEW CAMERA

Press and hold the first-person button (the **R** button) to switch to the player character's point of view.



INTRUDE CAMERA

When you crawl into a narrow space, the camera will automatically switch to the player character's point of view.



BASIC CONTROLS: EQUIPMENT

Press the equip button (the **○** button) to open the equipment window. There are four slots, and you can use the directional buttons to select weapons to equip or remove.

To prepare weapons and items for the slots, use the MANAGE (squad formation) function on the BRIEFING Screen.
(See page 25)

CONTROLS

:17

BASIC CONTROLS: FIGHTING

ATTACKING WITH WEAPONS

ATTACK

LOCK-ON

Press the lock-on button (the **L** button) to wield a weapon and lock on to the enemy in front of you. You can then press the attack button (the **□** button) to use the weapon to attack your target.

ATTACK IN FIRST-PERSON VIEW

Press and hold the first-person view button (the **R** button) to switch to first-person view and wield your weapon. You can then press the attack button (the **□** button) to use the weapon to attack your target.

AIM/ATTACK WITH THE SCOPE

With some weapons, you will attack in first-person view. For these weapons, you will automatically switch to first-person view when you equip the weapon. Press the first-person view button (the **R** button) to wield the weapon, then press the attack button (the **□** button) to use the weapon and attack the enemy.

If you press the lock-on button (the **L** button) to wield the weapon, you will enter scope mode. In scope mode, use the action button (the **△** button) to adjust the scope's magnification.

STRIKING

If you equip certain weapons, or if you press the attack button (the **□** button) while unarmed, you will perform striking attacks such as punches.

By pressing the attack button (the **□** button) in succession, you can attack with a combo that ends in a kick. If you do enough damage, the enemy soldier will lose consciousness.

If you equip a weapon and press the attack button (the **□** button), you can attack using that weapon for increased damage.

BASIC CONTROLS: CQC (CLOSE-QUARTERS COMBAT)

CQC is a fighting technique effective against enemies in close proximity. Once you 'restrain' an enemy, you can then move into a variety of actions such as inflicting damage on the enemy, using the enemy as a shield, or getting information from the enemy.



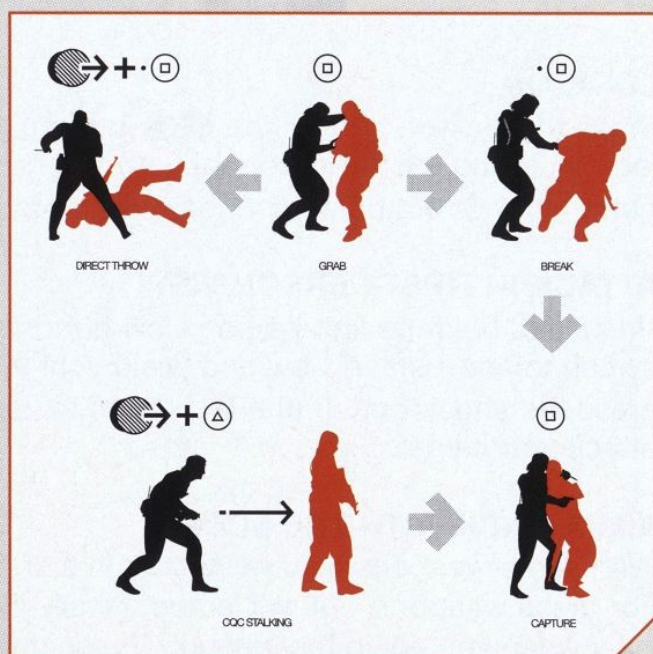
CONTROLS

:18

You can grab the enemy with CQC only if you are unarmed, or armed with a weapon such as a survival knife or handgun. Weapons that can be used for CQC have 'CQC' in the weapon icon.

GRAB

Approach an enemy soldier and press the attack button (the ) to 'grab' the enemy. If you press and hold the attack button (the ) button), the enemy can reverse the move – be careful.



STAGGER

After you 'grab' an enemy, press the attack button (the ) button) again to throw the enemy to the side.

RESTRAIN

Quickly get behind a 'staggered' enemy and press the attack button (the ) button) to restrain them.

THROW DOWN

After you 'grab' an enemy, press the attack button (the ) button) while moving to throw the enemy to the ground.

RESTRAIN

Stalk an enemy from behind (move + ) to approach, then press the attack button (the ) button).

While the attack button (the ) button) is held down, you can restrain the enemy soldier.

CONTROLS

:19

CHOKE

Press the attack button (the  button) repeatedly to choke the enemy soldier until he loses consciousness.

DRAG

Once you restrain an enemy, you can move and drag them.



SHIELD

Once you restrain an enemy, press the lock-on button (the  button) to wield a weapon in first-person view, use the restrained enemy as a shield, and attack other enemies.

Press the attack button (the  button) again to use a weapon to attack other enemies.

INTERROGATE

Once you restrain an enemy, press the lock-on button (the  button) to interrogate him.

DRAG DOWN

Press the attack button (the  button) while moving to drag the enemy down to the ground.

FREEZE

After dragging the enemy to the ground, you can use a gun to force them to freeze.

HOLD-UP

Stalk an enemy from behind (move +  button) to approach, then wield your gun and 'hold up' the enemy.

Lower your gun and press the attack button (the  button) to restrain the enemy. While holding up the enemy, if you swing around in front of him and aim at his head or fire a warning shot without hitting him, he will become frightened and drop an item.

DRAG

When you are not holding a weapon, stand near a dead or unconscious soldier and press the attack button (the  button) to grab the enemy's body. Then, move to drag the enemy soldier.



CONTROLS

:20

INFILTRATION OPERATION: THE SCREEN

1. LIFE GAUGE

Refill your life gauge by using medical kits in the stages or by letting days go by in Briefing. If your LIFE gauge runs out, you will die.

Dead soldiers will be removed from the unit.

Some characters will remain in the unit even if they become incapacitated, but they will not be able to fight until they are healed.



2. STAMINA GAUGE

When you move around, your stamina will decrease. Stamina will also decrease if you are hit by fighting attacks or a tranquilizer gun. If stamina reaches zero, you will lose consciousness. You can recover stamina by eating rations in the stages or by letting days go by in Briefing. When your stamina is low, you will encounter problems like increased sway with your gun.

3. DANGER PHASE

If you are discovered by enemy soldiers, you will enter danger phase. The enemy soldiers will call in backup, and attack the player character.

4. SURROUND INDICATOR

A radar that displays sounds from the surroundings in visual form. Displays sounds from your surroundings in wave form. Enemy soldiers may be hiding nearby, even if they are not visible. Watch the wave forms carefully.

When an enemy soldier approaches, the direction they are approaching from is displayed in colour.

Blue (far) ➡ Red (near)

When displayed in blue, you may be spotted by the enemy.

When displayed in red, your footsteps may be heard by the enemy. The wave forms displayed in the centre indicate the sounds made by the player. If an enemy soldier is nearby, they may be able to hear your footsteps.

- The 'N' mark indicates north.

5. EQUIPPED WEAPON

Displays the currently equipped weapon. The number of remaining bullets in the weapon is also displayed.

INFILTRATION OPERATION: ENEMY STATUS

If the player character is detected by an enemy soldier, danger phase will begin. If you can escape the enemy's field of vision and the phase gauge reaches zero, the next phase will begin.

DANGER PHASE

The state in which you have been detected by the enemy. In danger phase, enemy soldiers will use their radios to call for backup, and attack. To end danger phase, you must escape from the enemy, or defeat the enemy soldiers.

↓ After you escape the enemy's field of vision and the phase gauge reaches zero, you will move to evade phase.

EVADE PHASE

In evade phase, enemy soldiers enhance security.

↓ After a set amount of time elapses and the phase gauge reaches zero, you will move to alert phase.

ALERT PHASE

In alert phase, enemy soldiers patrol on heightened alert. They may also increase the number of soldiers in certain areas.

↓ When the phase gauge reaches zero, you will move to the normal infiltration phase.

INFILTRATION PHASE

The condition in which the player character has not been detected by the enemy.

In infiltration phase, enemy soldiers patrol their assigned routes, and check for any abnormalities. Enemy soldiers will leave their patrol routes and investigate if they see or hear anything suspicious.

SOLDIER STATUS

Unconscious

Asleep

Noticed a suspicious sound

Detection (seen by enemy soldier)

Question



CONTROLS

:22

INFILTRATION OPERATION: CAPTURE ENEMY SOLDIERS

Knock enemy soldiers unconscious and put them in the truck to capture them. If you hold prisoners for several days, you will be able to include them in the FOX squad.

Prisoners turned allies will be treated as new recruits.

BRIEFING

BRIEFING SCREEN

When the game starts, the Briefing Screen appears. Here you can select a mission and begin an infiltration operation.

DATE/TIME

Displays the in-game date and day/night.

OVERALL MAP

A map of San Gieronimo peninsula, the setting for METAL GEAR SOLID PORTABLE OPS. Use the directional buttons to select a stage to infiltrate, and press the button to enter.



MAIN MENU

Press the button to display the Main Menu. Use the directional buttons to select an option and press the button to enter.



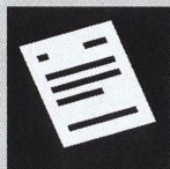
MISSION

Select a stage to infiltrate from the overall map and begin a mission. (See page 23)



REPORT

You can send out intelligence agents to collect various information. (See page 32)



MANAGE (SQUAD FORMATION)

Place infiltration units, intelligence units, technical units and medical units. You can also equip weapons here. (See page 25)

CONTROLS

:23



STATUS (SQUAD STATUS)

Display squad information including weapons, ammunition, rations and numbers of items.
(See page 32)



RECRUIT

Scan nearby wireless AP's to find new recruits.
(See page 36)



MATCH (VS. BATTLES)

Use your squad to fight against another player's squad. Or, deploy your squad out into the network (CYBER-SURVIVAL). (See page 38)



SYSTEM

Save/load data, adjust BUTTON CONFIGURATION, or return to the Title Screen.



WAIT

Progress time by a half-day, from day to night, or from night to day. The security level of the enemy soldiers will change.



MISSION

Begin an infiltration operation. Select a stage from the overall map and deploy your team. Missions become available by reading reports or after days go by.



MISSION FLOW

1. On the Briefing Screen, select a stage from the overall map.
2. Snake's team will deploy.
3. The mission will end once the mission clear conditions are met, or if 'Abort Mission' is selected from the START menu.
4. MEMBER CHANGE
The enemy positions in the stages are well-defended. Switch your player characters strategically to take advantage of their abilities, and get past the enemy guards.



CONTROLS

:24

HIDE

If you press the START button and select MEMBER CHANGE, the player character you are currently controlling will hide in a cardboard box, and a team-mate will be ready for action. You can then control the new player character.



- Select a Hiding Spot

You can select a place for your player character to hide. Places you can hide will be marked on the stage map. Select with the directional buttons, and enter with the **○** button. If there are no hiding places nearby, you cannot change members. If you have been spotted by the enemy, you cannot change members.

- Select a Team-mate to Control

Select a player character to control. Locations of hiding player characters will appear on the stage map. Select one with the directional buttons and enter with the **○** button. You can control the player character starting from their hiding spot.

START MENU

Press the START button during a mission to display a map and the menu.



MEMBER CHANGE

The player character hides nearby, and a team-mate gets ready for action.

ABORT MISSION

The team pulls out, and the Briefing Screen appears. Team status and ammunition remain unchanged.

RESTART MISSION

Return to the conditions at the beginning of the mission.

CONTROLS

:25

BUTTON CONFIG

Adjust the button configuration. (See page 11)

OPTIONS

Adjust options. (See page 12)



The level of detail displayed on the maps will vary depending on the ability level of the intelligence agents on the stage.

Level 1: Outdoors

Level 2: Outdoors and indoors

Level 3: Outdoors, indoors and items

Press the button to switch between levels.

Press the button to display icon explanations.

MANAGE (SQUAD FORMATION)

NAME	LIFE	STR	SPD	SEL	SKILL	ITEM
ENAME	123/123	412/412	50	A	B	C
JONATHAN	89/89	202/202	40	C	B	A
COELACANTH	40/40	186/186	37	A	C	C
UZARD	39/39	206/206	28	C	C	A
SALMON	39/39	214/214	24	B	C	C
VIPER	53/53	161/161	38	C	A	S
SHEEP	41/41	210/210	24	C	C	A
FIREFLY	52/52	207/207	26	B	A	C

Make changes to the soldiers in your squad. Here, each group is called a unit.

Units have a variety of functions. They can infiltrate a stage and conduct reconnaissance, or conduct medical or technical research. Assign soldiers to take advantage of their abilities. In this mode, you can distribute weapons and items. Keep balance and variety in mind when putting your squad together. Also, you can trade soldiers with other players, as well as make 'passing trades'. Get new soldiers, and strengthen your squad.



CONTROLS

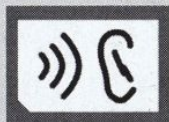
:26

FUNCTIONS OF EACH UNIT



SNEAKING UNIT

The unit that the player controls to clear missions. Up to four teams can make up the unit, and take on infiltration operations. Each team is made up of up to four members.



SPY UNIT

The intelligence unit collects various information. Up to four people can be deployed into a stage. The information gathered varies depending on the abilities and number of soldiers deployed on a stage.



TECHNICAL UNIT

Up to eight people can be registered in the unit. Various items will be developed on a regular basis depending on the total 'technical level' of the technical unit.



MEDICAL UNIT

Up to eight people can be registered in the unit. The better the medical staff you have, the quicker your life recovers, and the quicker you can recover from incapacitation.



PRISONERS

Enemy soldiers you have captured in the stages fall into this category. They are still considered enemy combatants, and cannot be transferred to other units.



NEW RECRUITS

Soldiers that are new to your squad. They can be assigned to various units.

CONTROLS

:27

THE UNIT LIST

The units are divided into tabs.

Infiltration Unit / Intelligence Unit / Technical Unit / Medical Unit / New Recruits / Prisoners

The soldiers in each unit, their parameters, and skills are displayed. Name / Current Life / Maximum Life / Current Stamina / Maximum Stamina / Sense / Skills / Handgun / Submachine Gun / Assault Rifle / Shotgun / Sniper Rifle / Heavy Firearms / Knife / Throwing Weapon / Traps / Equipment / Medicine

The maximum number of soldiers you can have is 100.

Press up/down on the directional buttons to select a soldier, and left/right to select a tab. Enter with the  button to choose a soldier, then choose another soldier to switch their positions.

Press the  button to enter sort mode. Press left/right to select a parameter and enter with the  button. Press up/down on the directional buttons to sort in ascending or descending order.

Press the  button to display the soldier's status screen.

(See page 27)

Intelligence units are divided by the stage to which they are assigned. If a soldier's status is not normal, an icon will appear in front of their name.



(ICU icon): Incapacitated – cannot participate in combat until treatment is complete.



(CYBER-SURVIVAL icon): Currently deployed on CYBER-SURVIVAL – cannot do anything until extracted.

SOLDIER STATUS SCREEN

View abilities for your allies.

LIFE

Decreases when the soldier takes damage from attacks.

The soldier dies when life reaches zero. When a soldier dies, they become incapacitated.

STMN (stamina)

When a soldier moves around, their stamina decreases.

Stamina also decreases if the soldier takes damage from attacks or a tranquilizer gun. If stamina reaches zero, the soldier will lose consciousness, and you must select another character.



CONTROLS

:28

SNS (sense)

This affects the reconnaissance area displayed in the START Menu. It also affects the results of intelligence activities.

SKILL

Each character has skills (special abilities). Each skill has four levels – C, B, A and S. The higher the level, the more effective an item will be, and the more accurate a weapon will be.



HANDGUN

Changes by level: Grouping accuracy



SUBMACHINE GUN

Changes by level: Grouping accuracy



ASSAULT RIFLE

Changes by level: Grouping accuracy



SHOTGUN

Changes by level: Grouping accuracy



SNIPER RIFLE

Changes by level: Grouping accuracy



HEAVY FIREARM

Changes by level: Grouping accuracy



KNIFE

Changes by level: Damage

S = Can use all CQC

A = Cannot use 'stagger' CQC

B = Cannot use 'grab' CQC

C = Cannot use any CQC



THROWING WEAPONS

Changes by level: Throwing distance

CONTROLS

:29



TRAPS

Changes by level: Setup speed



EQUIPMENT

Changes by level: Affects technical level



MEDICINE

Changes by level: Affects medical level

ATHLETE

Infiltration Unit: Movement speed is faster

QUARTERBACK

Infiltration Unit: Throwing distance is longer

ARTIST

Infiltration Unit: Magazine (book) has no effect

SCOUT

Infiltration Unit: Stalking speed is faster

RESCUE TEAM

Infiltration Unit: Dragging movement speed is faster

GAMBLER

Infiltration Unit: Increases chance of hitting weak spot/getting hit in weak spot

SURVEYOR

Intelligence Unit: Increases detail in stage maps

AGENT

Intelligence Unit: Decreases enemy life

WEAPONS DEALER

Intelligence Unit: Increases chance of finding ammunition

FIREARMS TECHNICIAN

Technical Unit: Increases amount of ammunition that can be carried

ENGINEERING PROFESSOR

Technical Unit: Very high technical development skills

ENGINEER

Technical Unit: High technical development skills



CONTROLS

:30

CHEMIST

Medical Unit: Works on medicine development

DOCTOR

Medical Unit: Increases life recovery speed for your squad

NUTRITIONIST

Medical Unit: Increases stamina recovery speed for your squad

POLITICIAN

Prisoners become allies more easily

DELIVERYMAN

Sneaking Unit: Can send items back to Campbell's truck

BAIT

Sneaking Unit: Makes strong enemies appear more often

STUNTMAN

Sneaking Unit: Quick recovery from knockouts

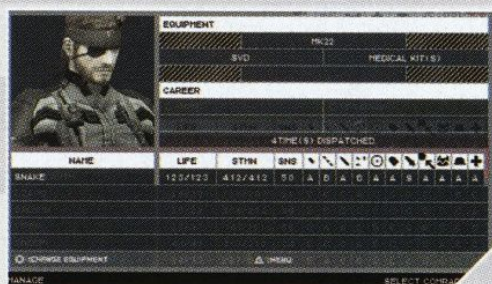
SOLDIERS' PHYSICAL APPEARANCE

Soldiers are less likely to be spotted by similarly dressed enemy soldiers. When you are successfully able to fool the enemy, the disguise icon will appear in the upper right corner of the screen. If your actions make you stand out, however, the disguise icon will disappear, and you will be detected even by similarly dressed enemy soldiers.

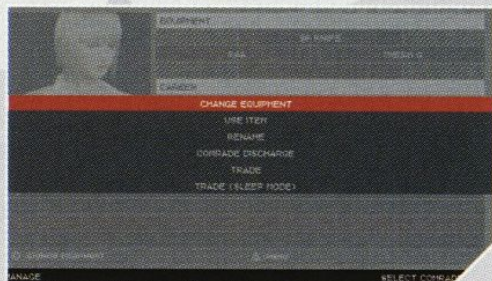
Press the  button on the soldier's Status Screen to open the menu.

• CHANGE EQUIPMENT

1. There are four equipment slots on the Status Screen. Select a weapon for a slot with the directional buttons, and press the  button to enter.



2. An inventory list of weapons and items will appear. Select the weapon or item you want to equip with the directional buttons, and press the  button to enter.



• USE ITEM

1. The weapon and item inventory list will open.
2. Select the item you want to use with the directional buttons, and press the  button to enter.

- **RENAME**

Use the software keyboard to enter a name. (The name can be up to 16 letters long.)

- **COMRADE DISCHARGE**

Remove a soldier from the squad.

- **TRADE**

You can trade soldiers with other METAL GEAR SOLID PORTABLE OPS players by using the Wireless (WLAN) Ad Hoc Mode facility of the PSP®. Turn on the WLAN switch, and place the two PSP® systems within 10 metres of each other.

- See page 48 for details regarding Ad Hoc communications.

1. Switch on the Wireless (WLAN) switch on the bottom left of the PSP®.
2. On the METAL GEAR SOLID PORTABLE OPS Briefing Screen, select Manage.
3. Choose a soldier to trade away, then press the  button to open the Status Screen.
4. Press the  button to open the menu, then select Trade.
5. When a trading partner is found, information for the partner's soldier will appear.

- **TRADE (SLEEP MODE) (Passing Trades)**

By putting your PSP® in sleep mode and walking around, you can automatically trade soldiers with other METAL GEAR SOLID PORTABLE OPS players using the Wireless (WLAN) Ad Hoc Mode facility of the PSP®. Turn on the WLAN switch, and take the PSP® outside.

- See page 48 for details regarding Ad Hoc communications.

1. Switch on the Wireless (WLAN) switch on the bottom left of the PSP®.
2. On the METAL GEAR SOLID PORTABLE OPS Briefing Screen, select Manage.
3. Choose a soldier to trade, then press the  button to open the Status Screen.
4. Press the  button to open the menu, then select TRADE (SLEEP MODE). The PSP® will enter sleep mode.
5. If you encounter another METAL GEAR SOLID PORTABLE OPS player in TRADE mode or TRADE (SLEEP MODE) mode, the trade will take place automatically.
6. To exit sleep mode, slide the POWER/HOLD switch on the bottom right of the PSP®. (Holding it for too long will turn the power off – simply slide the switch and let go.)

- Batteries are used in sleep mode as well. If the batteries run out while the PSP® is in sleep mode, the game will not return to the same state when you exit sleep mode. When playing the game, be sure to save on a regular basis.



CONTROLS

:32

REPORT

When you deploy intelligence units to the stages, you will receive reports from them. The information in the reports may be helpful during infiltration operations. Unread reports will be marked with the 'unread' icon. You can read past reports at any time.

STATUS (SQUAD CONDITION)

VIEW YOUR SQUAD'S CONDITION

Press left/right on the directional buttons to view different items.

- Squad condition
- Weapon inventory list
- Item inventory list

SQUAD CONDITION

- The number of soldiers in the squad
- The number of prisoners
- Technical level

The technical level will increase if you add to your technical unit, and time passes.

Equipment will be developed as your technical level increases. An upper limit will be set depending on the skills of your current soldiers, and any levels beyond the limit will be ignored. Look for soldiers with high equipment skills and technical backgrounds.

• MEDICAL LEVEL

The medical level will increase if you add to your medical unit. This affects the recovery speed for your soldiers' life and stamina.

Look for soldiers with high medicine skills and medical backgrounds.



TYPES OF WEAPONS AND ITEMS



• HANDGUNS

MK22: Ammunition (9mm tranquilizer bullets). Tranquilizer gun. Can be used for CQC. Suppressor equipped.



M1911A1: Ammunition (.45ACP). Automatic. Can be used for CQC.

CONTROLS

:33



SAA: Ammunition (.45LC).
Revolver.



• SUBMACHINE GUNS

SCORPION: Ammunition (.32ACP).
Small short machine gun.



UZI: Ammunition (9x19mm).
General-use light machine gun.



INGRAM MAC10: Ammunition (9x19mm).
Suppressor equipped.



• ASSAULT RIFLES

M16A1: Ammunition (5.56x45mm).
Small-bore assault rifle.



XM177: Ammunition (5.56x45mm).
M16 upgraded for special forces units.
Suppressor equipped.



AK-47: Ammunition (7.62x39mm).
Large-bore assault rifle.



• SHOTGUN

SAWED-OFF ITHACA M37: Ammunition (12 gauge).
Shortened shotgun.



REMINGTON M870: Ammunition (12 gauge).
Pump-action shotgun.



• SNIPER RIFLES

SVD: Ammunition (7.62x54R).
Dragunov sniper rifle.



MOSIN-NAGANT: Ammunition (7.62 tranquilizer bullets). Semi-automatic tranquiliser sniper rifle.



• HEAVY FIREARMS

M63: Ammunition (5.56x45mm). Machine gun.



CONTROLS

:34



RPG-7: Ammunition (85mm HE/HEAT).
Anti-tank missile.



• KNIVES

SURVIVAL KNIFE: Knife.
Can be used for CQC.



SPETSNAZ KNIFE: Switch to first-person view and throw blades with the attack button (the  button).



• THROWING WEAPONS

GRENADE: Hand grenade that damages the surrounding area.



STUN GRENADE: Hand grenade that knocks enemies unconscious.



CHAFF GRENADE: Hand grenade that jams electronics.



SMOKE GRENADE: Creates smoke.



• TRAPS

TNT: Can be exploded via remote control.



CLAYMORE: Anti-personnel land mine.
Explodes on contact.



MAGAZINE: Stops male characters' movements.

• EQUIPMENT

Batteries will drain as the equipment is used. When the batteries reach zero, the equipment can no longer be used. You can recharge the batteries by returning to Briefing.



BINOCULARS: View enlarged images of faraway objects. Cannot be used in conjunction with other weapons.

CONTROLS

:35



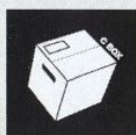
INFRARED GOGGLES: Shows heat signatures.
Uses batteries.



NIGHT VISION GOGGLES: Enhances night vision.
Uses batteries.



MINE DETECTOR: Indicates nearby mines with sound. Uses batteries.



CARDBOARD BOX: A box to hide in.



SHIELD: Protects against attacks.
Cannot be used in conjunction with other weapons.



GA-KO THE DUCK: A decoy weapon that confuses enemy soldiers.



BODY ARMOUR: Bullet-proof vest.
Reduces damage.



STEALTH CAMOUFLAGE: Uses optics to reduce your visibility. Uses batteries.



• **AMMUNITION**
(9MM TRANQUILIZER BULLETS): Mk22



(9X19MM):
Uzi, MAC10



(.32ACP):
Scorpion



(.45LC):
SAA



(.45ACP):
M1911A1



(5.56x45mm):
M16, XM177, M63



(7.62x39mm):
AK-47



(7.62x54R):
SVD



(7.62 tranquilizer bullets): Mosin-Nagant



(12 gauge):
M37, Remington M870



(85mm HE/HEAT):
RPG-7



CONTROLS

:36



• MEDICINE

SIMPLE EMERGENCY KIT: Life recovery (small)



EMERGENCY KIT: Life recovery (large)



RATIONS S: Stamina recovery (small)



RATIONS L: Stamina recovery (large)



PENTAZEMINE: Reduces hand movement in first-person view

WAIT

Moves time forward by a half-day. Useful for switching between day and night, or moving time forward to recover from wounds or fatigue.

RECRUIT

- You cannot select RECRUIT until you reach a certain point in the game.



In METAL GEAR SOLID PORTABLE OPS, you can recruit soldiers in the game, and in various other ways.

• AP SCAN (WIRELESS LAN ACCESS POINT SCAN)

You can recruit new soldiers for METAL GEAR SOLID PORTABLE OPS by looking for indoor or outdoor wireless access points with your PSP®.



CONTROLS

:37

1. Switch on the Wireless (WLAN) switch on the bottom left of the PSP®.
2. On the METAL GEAR SOLID PORTABLE OPS Briefing Screen, select Recruit.
3. Select AP Scan, and a meter will appear.
4. The meter will move left and right depending on signal strength.
5. When the meter reaches a certain line, you will get a new character for your squad. The Status Screen for the new soldier will appear.
6. If signal strength is insufficient, pressing the  button will boost the meter slightly. Press the  button repeatedly to boost the meter.
7. Pressing the  button will cancel AP Scan.

WARNING: Do not use AP Scan in crowded areas, or areas where it is prohibited. Be aware of your surroundings, and do not swing around the PSP® or peripherals

• PASSWORD

You can enter special passwords to recruit soldiers for METAL GEAR SOLID PORTABLE OPS. Passwords will be released via various media outlets, so be sure to find them.



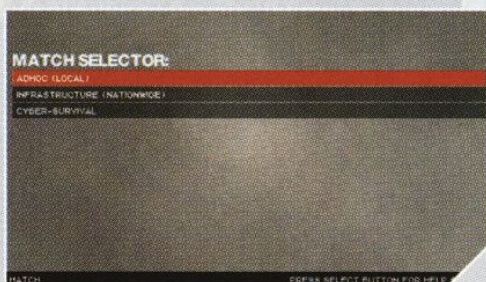


CONTROLS

:38

MATCH

In METAL GEAR SOLID PORTABLE OPS, you can use the units you create to fight against other players. Matches can include up to 6 people. You can use the Wireless (WLAN) Ad Hoc Mode facility of the PSP® or Infrastructure Mode to play against faraway players.



There are various modes, such as 'Real Combat', in which you can take each other's soldiers, or 'Virtual Combat', in which you can simply battle it out.

Also, 'Game Sharing' is available for players who do not own METAL GEAR SOLID PORTABLE OPS.

THE THREE MODES

• REAL COMBAT MODE / VIRTUAL COMBAT MODE

In these two modes, you can use the soldiers you collect in the main game to fight. The players select one infiltration unit each, and deploy them. The chosen unit will be sent out to the battlefield one soldier at a time.

In Real Combat mode, characters cannot return if they die during battle. If you lose the match, your dead characters will be taken by your opponent. (If you win the match, you can take any characters you have defeated.)

In Virtual Combat mode, there are no character transfers.

- You can play via two different connections - Ad Hoc (See page 48) or Infrastructure (See page 42).

• FREE VERSUS MODE

In this mode, you can freely participate in versus battles. You can play even if you do not have your own squad.

- You can play only in Ad Hoc Mode.

CONTROLS

:39

• GAME SHARING

You can send a versus battle version of METAL GEAR SOLID PORTABLE OPS to another PSP®. If there are multiple PSP® systems in the same place, you can play in Free Versus mode. (See page 48)

RULES

DEATHMATCH

A match for individuals, without teams.

The player who earns the most points within the time limit wins the match. During the match, the player with the top score earns double points, but also loses double points. 'Kerotan' is displayed above the top player, and defeating the top player results in double points.

TEAM DEATHMATCH

A red vs. blue team match. Defeat players on the opposing team, and reduce the opposing team's tickets to zero to win the match.

CAPTURE MISSION

An individual battle for the 'Kerotan', without teams. The player who can take the Kerotan and keep it for a set period of time wins the match.

TEAM CAPTURE MISSION

A battle for the 'Kerotan'. The red team and blue team try to take the Kerotan to their goal area, and defend it for a set period of time to win.

RESPAWNING

When a soldier is defeated, the next soldier in line is deployed. In Virtual Combat mode, the defeated soldier awaits their next deployment. In Real Combat mode, the defeated soldier is not resurrected.



CONTROLS

:40



FULTON EXTRACTION SYSTEM (Retreat)

During a match, press the **L** button while holding the SELECT button to retreat.

If you can retreat successfully, the next soldier will be deployed. After a soldier retreats, they will recover their life and wait for the next deployment.

WHITE FLAG

If you don't think you can win a match, you can choose 'White flag' from the START Menu. All soldiers defeated during the round will be resurrected, but you will lose the points you earned during the round, and your opponent's defeated soldiers will be resurrected as well. Also, resurrected soldiers are sent to the ICU (intensive care unit) when you return to Briefing.



SALUTING

Press the SELECT button and **R** button together during a match to make the player character salute.

PRE-SET RADIO CONVERSATIONS

During matches, team-mates can talk via pre-set radio conversations. Use these conversations to improve teamwork. A throwing weapon, the Chaff Grenade, can be used to disrupt radio communications.

RADIO COMMUNICATION CONTROLS

1. Press and hold the SELECT button to display radio communication categories. The categories are attack, defence, communication and answers.
2. Each category is assigned to up, down, left and right. Select a category with the directional buttons. To select a different category, release the SELECT button and select again.
3. After you select a category, four messages are assigned to up, down, left and right.
4. Press the directional button that corresponds to the message you want to send, and press the same directional button again to send it.
5. You can press a different directional button to select a different message.

CONTROLS

:41

CATEGORIES

Communication Attacking
  Answers
 Defense

ATTACKING

Go, go go!
Wait!  It's the enemy!
Cover me!

DEFENSE

Protect the target!
Hide  Let's stick together
Pull back

COMMUNICATION

Sorry
Please!  Good job!
Good luck

ANSWERS

All quiet OK
  Come with me!
 No



SETTING UP A MATCH

THE TWO CONNECTION METHODS

METAL GEAR SOLID PORTABLE OPS uses two versus formats - Ad Hoc Mode (See page 48) Infrastructure Mode (See page 42)

Ad Hoc Mode connects multiple PSP® systems directly, and is useful when players gather in the same place.

Infrastructure Mode uses the internet. With wireless LAN hardware, you can play against faraway players.

CONNECTING VIA INFRASTRUCTURE MODE

- For details regarding Infrastructure Mode, see the PSP® instruction manual and PSP® Wireless LAN information page.

REQUIRED HARDWARE AND ENVIRONMENT

To use Infrastructure Mode in METAL GEAR SOLID PORTABLE OPS, you will need the following equipment and environment in addition to the PSP® system and METAL GEAR SOLID PORTABLE OPS disc.

To use the equipment, read the instruction manuals carefully, and use them correctly. Also, before using Infrastructure Mode, connect all required equipment correctly, and adjust any settings.

- Environment to connect to the internet via Wireless LAN
A broadband connection such as ADSL or cable from and internet service provider.
 - Peripheral to connect to the network
A network peripheral such as an ADSL modem and the required cables.
 - Wireless LAN access point
A Wireless LAN access point that supports the PSP® Wireless LAN functionality.
 - PC
Equipment such as a PC may be required to set up the Wireless LAN access point. Read the hardware instruction manual to set up the Wireless LAN access point.
1. Turn on the Wireless LAN switch on the bottom left of the PSP® system.

CONTROLS

:43

2. When using Infrastructure Mode for the first time, you will need to adjust the network settings on your PSP® system. To adjust the network settings, refer to settings information from your internet service provider and settings from your Wireless LAN access point. If your network settings are already adjusted, continue with the connection.
3. From Match in METAL GEAR SOLID PORTABLE OPS, select Infrastructure.
4. The access point selection screen will appear. To proceed, refer to settings information from your internet service provider and settings from your Wireless LAN access point.
5. When you successfully connect to the internet, the METAL GEAR SOLID PORTABLE OPS online agreement will appear. Use the directional buttons to agree or disagree, and enter with the  button.
6. Login Screen
 - [Log in to server] If you already have an account ID, log in from here.
 - [Create an account] Create a new account ID.
 - [Delete account] Delete an unnecessary account ID.
 - [Change password] Change the password on an existing account ID.
7. Create an account
 - [Account ID] Enter the Account ID you want, using 3 to 15 letters and numbers.*
 - [Password] Enter the password for your Account ID, using 6 to 15 characters.
 - [Confirm password] Re-enter the password for confirmation.
 - [Save password] Select whether to save the password to a Memory Stick Duo™
 - [Player name] Enter the Player Name you want, using 3 to 15 letters and numbers.*
 - If the Account ID or Player Name you want has already been registered by another player, they cannot be used. Try entering a different Account ID or Player Name.
8. Log in to the server
 - [Account ID] The Account ID you registered when creating the account.
 - [Password] The password you created along with your Account ID.



CONTROLS

:44

9. When your Account ID is authenticated, the lobby list appears. Select the lobby you want to enter.
10. Select an option from the lobby menu.
 - [Quick-join a game] Select rules and automatically join a game
 - [Join a game] Select a game to join from a list of hosts.
 - [Create a game] Act as the host and set game rules.
 - [Personal data] View your own records, friends list and blacklist.
 - [Player ranking] View the rankings list.
 - [Game options] Adjust settings for game controls and displays.
 - [Online news] Important messages and event information. Please be sure to read them.
 - [Personal messages] View messages addressed to you.

[End online mode] End the connection and log out.

QUICK-JOIN A GAME

Join and play a game right away.

Press left/right on the directional buttons to select from the four match rules (see page 39 for details), and press the  button to enter. You will automatically be connected to a host, and the game will begin.

JOIN A GAME

A list of hosts will appear. Use the directional buttons to select a host, and enter with the  button. Various information will be displayed on the host list.

COMMUNICATION STATUS: The communication status will be shown by colour.

HOST NAME: The name of each host.

FRIEND LIST: A white mark will appear for players who have been registered to your friend list, and a black mark will appear for those registered to your blacklist.

RULES: Match rules are displayed.*

MAP: The map to be used is displayed.

MODE: Either Virtual Combat Mode (VC) or Real Combat Mode (RC) is displayed.

PLAYERS: The number of players currently assembled is displayed.

CONTROLS

:45

VS RATING: There may be limits on the VS Rating. For 'At least base rating', only players with ratings equal to or greater than the 'base rating' set by the host can join. For 'Not over base rating', only players with ratings equal to or less than the 'base rating' set by the host can join.



(ICON): Displayed when access is limited by a password.



(ICON): Displayed when the rules allow friendly fire.



(ICON): Weapons limits are in place.
Comment: The host's comment appears below.

COMMENT: The host's comment appears below.

* DM=Deathmatch / TDM=Team Deathmatch / CM=Capture Mission / TCM=Team Capture Mission

CREATE A GAME

SET THE RULES AND HOST A GAME.

[HOST NAME] Enter a name for the host, using 3 to 15 letters and numbers. Initially, the player name is entered in this field.
[Password lock] To limit access to the game to certain players, you can set a password using 3 to 15 letters and numbers. To join the game, players must know the password.

[COMMENT] Enter information for other players if necessary.

[RULES/MAP SETTINGS] Adjust the rules and map order. Select the line you want to edit, and adjust the rules or maps.* Select from 'beginning match', 'casual match', 'real battle', and 'custom'.



CONTROLS

:46

CUSTOM

Mode	Set whether soldiers really die.
Host-only	Do not participate in the game—create game only.
Unique character	Set whether to include unique characters.
Max. players	Set the number of players that can join the game.
VS rating limit	Set access limitations to the game based on VS rating.
Friendly fire	Turn damage from allies' weapons on or off.
Team kill kick	Set a limit on the number of team kills before a player is removed from the game.
Idle kick	Set whether to remove a player from the game after a set time period without controller input.
RULE SETTINGS	TEAM AUTO-BALANCE
• DEATHMATCH	
Round time (minutes)	Set the time limit for one round.
• TEAM DEATHMATCH	
Number of tickets	Set the number of tickets.
Round time (minutes)	Set the time limit for one round.
Winning rounds	Set the number of rounds required to win.
SINGLE CAPTURE MISSION	
Round time (minutes)	Set the time limit for one round.
Capture time	Set the length of time you must keep the Kerotan to win.
TEAM CAPTURE MISSION	
Number of tickets	Set the number of tickets.
Round time (minutes)	Set the time limit for one round.
Winning rounds	Set the number of rounds required to win.
Capture time	Set the length of time you must keep the Kerotan to win.
WEAPON LIMITS	
Handgun	Set limits on the use of handgun-type weapons.
Submachine gun	Set limits on the use of submachine gun-type weapons.
Assault rifle	Set limits on the use of assault rifle-type weapons.
Shotgun	Set limits on the use of shotgun-type weapons.
Sniper rifle	Set limits on the use of sniper rifle-type weapons.

CONTROLS

:47

Heavy firearms	Set limits on the use of heavy firearm-type weapons.
Knife	Set limits on the use of knife-type weapons.
Throwing weapons	Set limits on the use of throwing weapons.
Traps	Set limits on the use of trap-type weapons.
Equipment	Set limits on the use of equipment.

PERSONAL DATA

View your records, friend list and blacklist:

[Your records] View your records.

[Friend list] View your current friend list.

[Blacklist] View your current blacklist.

PLAYER RANKING

View your current rank. There are two types of rankings:

[Score rankings] A ranking based on the total points earned during gameplay. There are also rankings based on the different rules, and a ranking for all rules combined. All rankings can be viewed based on 'total rankings' and 'rankings for the current week'.

[VS Rating rankings] A ranking based on the rating that varies depending on your skill and experience.

11. BEGIN THE MATCH

[Select team to deploy] Select a team to deploy from your squad. There will be an explanation of the rules, then Red/Blue team selection if the match is a team match, then the game will begin.



GAME SHARING

:48

CONNECTING VIA ADHOC MODE

AdHoc Mode connects multiple PSP® systems directly. It is used when players gather in the same place.

1. Turn on the 'Wireless LAN Switch' on the bottom left of the PSP®.
2. From Match in METAL GEAR SOLID PORTABLE OPS, select Ad Hoc.
3. Begin preparations for AdHoc communications. Use the directional buttons to select an item from the menu below, and enter with the  button.
[Join a game] Connect to another player's PSP® and join a game.
[Create a game] Host a game on your PSP®.

JOIN A GAME

Connect to another player's PSP® and join a game.

CREATE A GAME

Host a game on your PSP®.

[Rules/map settings] Adjust the rules and map order. Select the line you want to edit, and adjust the rules or maps.*

Select from 'First Battle', 'Mock Battle', 'Real Battle', and 'Customize'.

4. BEGIN THE MATCH

[Select team to deploy] Select a team to deploy from your squad. There will be an explanation of the rules, then Red/Blue team selection if the match is a team match, then the game will begin.

GAME SHARING

GAME SHARING WITH METAL GEAR SOLID PORTABLE OPS

With game sharing, you can use the PSP® systems Wireless LAN communications (AdHoc communication function) to share METAL GEAR SOLID PORTABLE OPS with other PSP® systems.

The player giving METAL GEAR SOLID PORTABLE OPS and the player receiving the game should each follow their respective instructions.

Also, share games from one PSP® to one PSP® at a time. To share with multiple PSP® systems, go through the following steps multiple times.

. Depending on their combat results, they may return with prisoners or new volunteers.

GAME SHARING

:49

THE PERSON GIVING METAL GEAR SOLID PORTABLE OPS

The person giving METAL GEAR SOLID PORTABLE OPS needs a PSP® system and the METAL GEAR SOLID PORTABLE OPS disc.

1. Turn on the PSP® system's Wireless LAN switch.
2. Go to METAL GEAR SOLID PORTABLE OPS Game Sharing. Select Game Sharing from the Title Menu.
3. Select 'Send game' with the directional buttons, and enter with the  button. You will proceed to the sending wait screen.

THE PERSON RECEIVING METAL GEAR SOLID PORTABLE OPS

The person receiving METAL GEAR SOLID PORTABLE OPS only needs a PSP® system. No METAL GEAR SOLID PORTABLE OPS disc is necessary.

1. Turn on the PSP® system's Wireless LAN switch, then use the PSP® system's Home Menu to select Game Sharing. This will automatically search for PSP® systems ready to send a game.
2. The search results will be displayed. Check the game name and the name on the other person's PSP® and select the PSP® from which to receive METAL GEAR SOLID PORTABLE OPS. A request will be sent.
3. When the request is approved, the screen at left will appear, and you will begin to receive METAL GEAR SOLID PORTABLE OPS. Leave it as is until the transfer is complete.
4. When the transfer is complete, press the  button to start METAL GEAR SOLID PORTABLE OPS and begin the game.

If you turn off power on your PSP® system or end the game by pressing the HOME button, the METAL GEAR SOLID PORTABLE OPS you received will disappear.



GAME SHARING

:50

CYBER-SURVIVAL

You can deploy the teams from your squad out onto the internet. The deployed team will wander the server and fight against other teams it encounters.

Select 'Extract' from the menu to return your team to your PSP®. Depending on their combat results, they may return with prisoners or new volunteers.

1. Turn on the WLAN switch on the bottom left of the PSP®.
2. From Match in METAL GEAR SOLID PORTABLE OPS, select CYBER-SURVIVAL.
3. The access point selection screen will appear. Refer to settings information from your internet service provider and settings from your Wireless LAN access point.
4. When you successfully connect to the internet, the METAL GEAR SOLID PORTABLE OPS online agreement will appear. Use the directional buttons to agree or disagree, and enter with the  button.

If connection fails, confirm that your connections and settings are correct.

5. Login menu
[Log in to server] If you already have an account ID, log in from here.
[Create an account] Create a new account ID.
[Delete account] Delete an unnecessary account ID.
6. Create an account
[Account ID] Enter the Account ID you want, using 3 to 15 letters and numbers.*
[Password] Enter the password for your Account ID, using 6 to 15 characters.
[Confirm password] Re-enter the password for confirmation.
[Player name] Enter the Player Name you want, using 3 to 15 letters and numbers.*

* If the Account ID or Player Name you want has already been registered by another player, they cannot be used. Try entering a different Account ID or Player Name.

GAME SHARING

:51

7. Log in to the server – input each
[Account ID] The Account ID you registered when creating the account.
[Password] The password you created along with your Account ID.
8. Use the directional buttons to select an item from the CYBER-SURVIVAL Menu and enter with the **Ⓐ** button.
[Deploy] (Cannot be selected if a team is already deployed) Select and deploy a team.
[Extract] (Can be selected only when a team is deployed) Extract a deployed team.
[Combat report] View past combat reports.
[Ranking] View national rankings for 'total', 'this week', 'this month', 'last week', and 'last month'.
[Help] Describes how to play CYBER-SURVIVAL Mode. Read carefully before deploying a team.
[End CYBER-SURVIVAL] End CYBER-SURVIVAL and return to Briefing.



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:52

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NOTES

:53





NOTES

:54



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http://www.konami.jp/gs/game/mpo_sup/

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